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NES—FN—USA

INSTRUCTION BOOKLET

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Treat Your Enteractive Game Carefully

- This Enteractive Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

You are the proud owner of the only officially licensed NFL game for the Nintendo Entertainment System®... the closest thing to "real" professional football that you can play without a helmet and shoulder pads.

You have the choice of any American or National Conference team and if you're good enough, you can take them all the way to the Super Bowl.

You have the choice of six team packages and the option to upgrade your players' skills. Choose your plays from actual NFL Offensive and Defensive "Playbook" alignments complete with audibles, penalties and fumbles.

You not only coach your team, but you also get to be a quarterback, a receiver, a linebacker and a safety. The runs and passes, the catches and the tackles are all up to you. Whether you're a diehard fan or just watch an occasional Monday night game, this is the one game you've got to have... this is REAL FOOTBALL, the way the NFL plays it!

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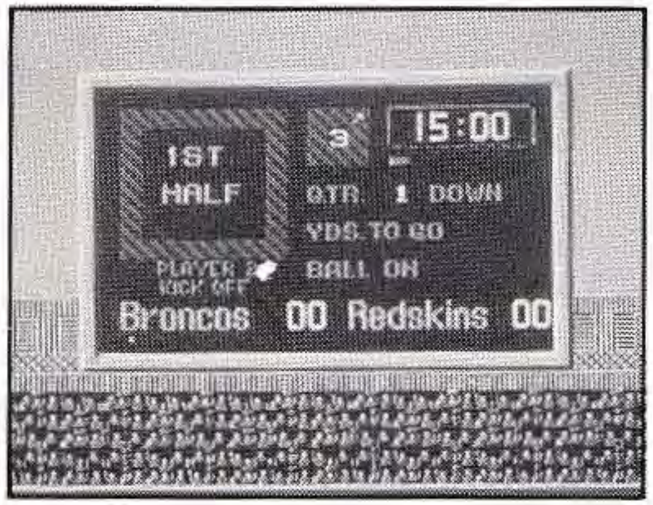
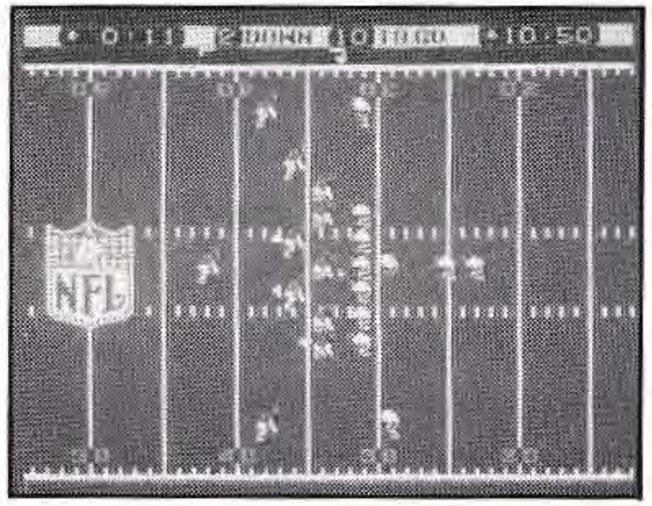
1 GAME GUIDE

NFL Football is made up of three screens: the Scoreboard, the 40 Yard Game Screen, and the 15 Yard Close-up Screen. The operation of the controller is different for each one.

The Scoreboard screen displays the game's status and is used when selecting your team's next play. When the offensive team has made their selection, it switches to the 40 Yard Game Screen. This is an overhead view of the field where the players are first shown in symbol form (just like an official play diagram). After several seconds the symbols will become players and the ball will then be ready to be put into play. The screen will scroll as the action moves up and down the field. All the action will take place on this screen, except during a passing play, when the 40 Yard Game Screen will switch to the 15 Yard Close-up Screen when a pass approaches one of your receivers.





2 HOW TO START

■ GAME START After pressing the START button on the title screen, the Legal Screen will be displayed. It will stay on for several seconds before going to the Game Type Select Screen.

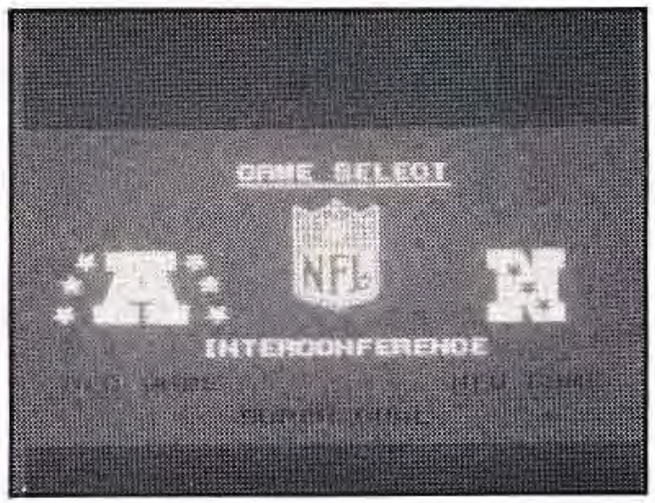
■ GAME TYPE SELECT Use the SELECT button or the CROSSKEY to select the type of game desired, then press START or the "A" BUTTON:

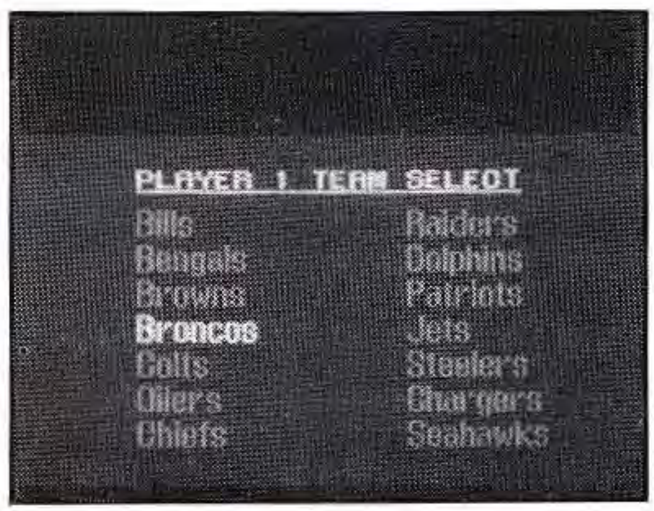
■ 1 PLAYER GAME It's you against the computer as you select your favorite teams and battle it out on the field. You can choose to upgrade your Team Package or leave it as is.

■ 2 PLAYER GAME Take the field and go head to head against a friend. Both players can improve their Team Packages with upgrades or leave them as is.

■ 1 PLAYER WITH HANDICAP With this option you can use two upgrades and only pick up the extra penalties and fumbles for the second one. It's like getting a free upgrade. Two upgrade maximum.

■ 2 PLAYERS WITH HANDICAP This is similar to the 1 player version but now both players can receive a free upgrade.



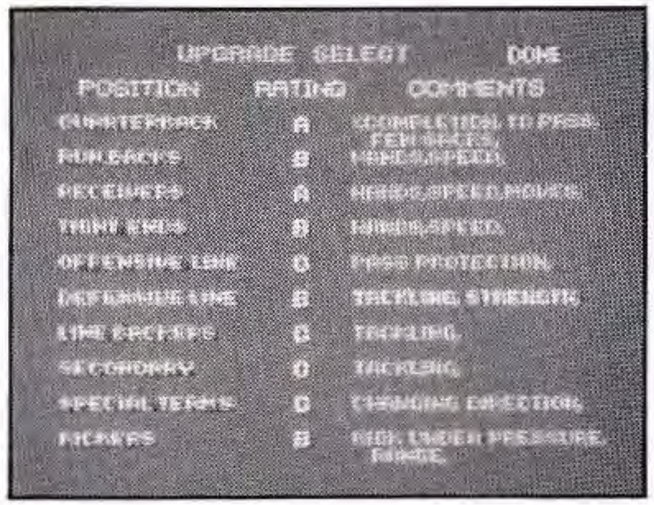


■ GAME SELECT Use SELECT or the CROSSKEY to choose one of the four game options available: AFC, NFC, Interconference or Super Bowl. When you have made your selection, press START or the "A" BUTTON to get to the next selection screen.

■ LEAGUE SELECT If an Interconference or Super Bowl game is chosen then PLAYER 1 must use SELECT or the CROSSKEY to choose a division, then press START or the "A" BUTTON to continue.

■ TEAM SELECT Use the LEFT and RIGHT ARROWS on the CROSSKEY to select a column and the UP and DOWN ARROWS to select a team. Then press START or the "A" BUTTON to lock your selection in and continue.

■ TEAM PACKAGE Use SELECT or the CROSS-KEY to preview the 6 team packages available. All of the packages are equally balanced as teams. That means that no one team is superior to another. There are, however, noticeable differences in the performance ratings of the various positions on the team. These will directly affect the way a team plays, not how well it plays. Press START or the "A" BUTTON to pick the package you want, the word "DONE" will appear on the upper right corner to



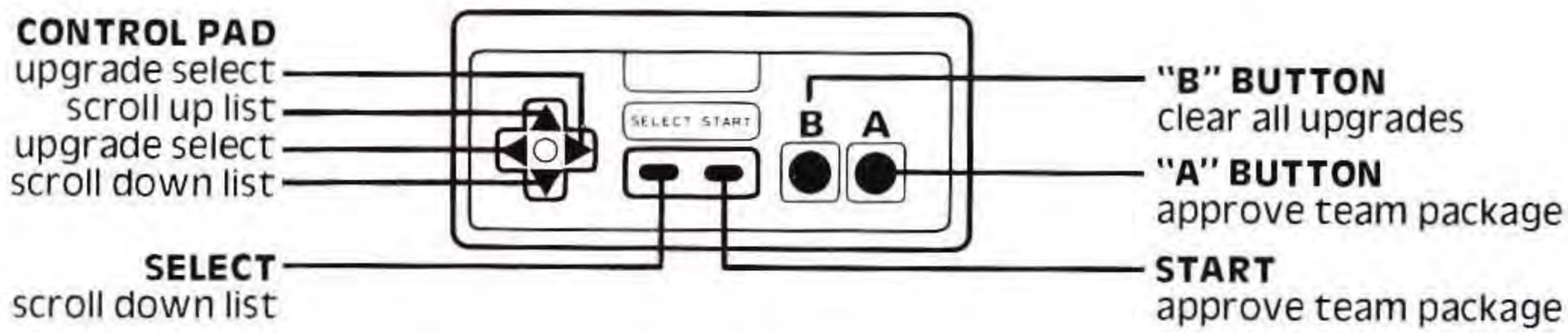
mark your choice. Either choose to upgrade, or press START or the "A" BUTTON to continue.

■ UPGRADE You customize a Team Package by using the upgrade function to improve weak spots in your team's structure. This could give you the edge you might need to win. You can choose up to 2 upgrades by using SELECT or the UP or DOWN ARROW on the CROSSKEY to pick the area you wish to upgrade (the line will light up), and then use the RIGHT ARROW on the CROSSKEY to upgrade the selection. If you are upgrading from a "C" to a "B" level, you have two choices in features to upgrade to. Push the LEFT ARROW and you get one of the choices. Pressing the RIGHT ARROW will give you the second choice. If you make a mistake or change your mind, press the "B" BUTTON to clear any selected upgrades and start over. You might end up pressing the "B" BUTTON many times while exploring all of your options. Of course when moving from "B" to "A" level there is only one choice available. When you are satisfied with the arrangement of the team package, use SELECT or the CROSSKEY until the word DONE lights up, then press START or the "A" BUTTON to continue.

NOTE The upgrade function is for the more advanced player. When you use it to customize the team package, you run a bigger risk of getting penalties called against your team. Not only do you pay for your upgrades with an increased number of penalties but it also increases your chances for random fumbles. Every upgrade will cost the player the **possibility** of 3 random penalties and 2 random fumbles per game. A normal game played with no upgrades will randomly penalize each player twice

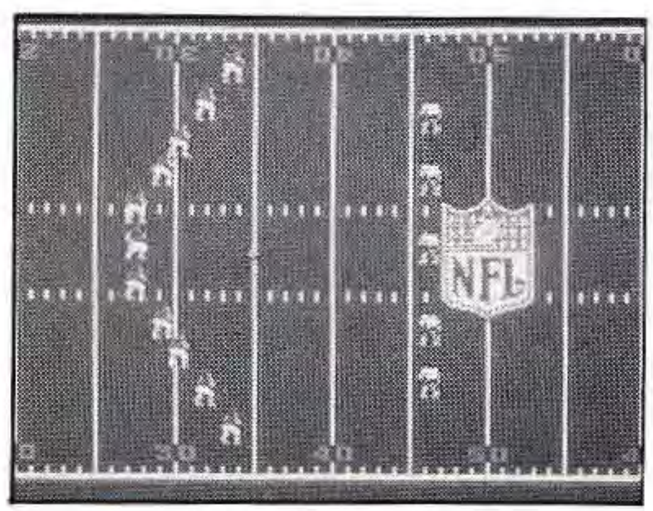
during the game. Therefore the player who uses both his upgrades will now have the chance of being penalized a maximum of 8 times.!

HOW TO USE THE CONTROLLER ON THE UPGRADE SCREENS



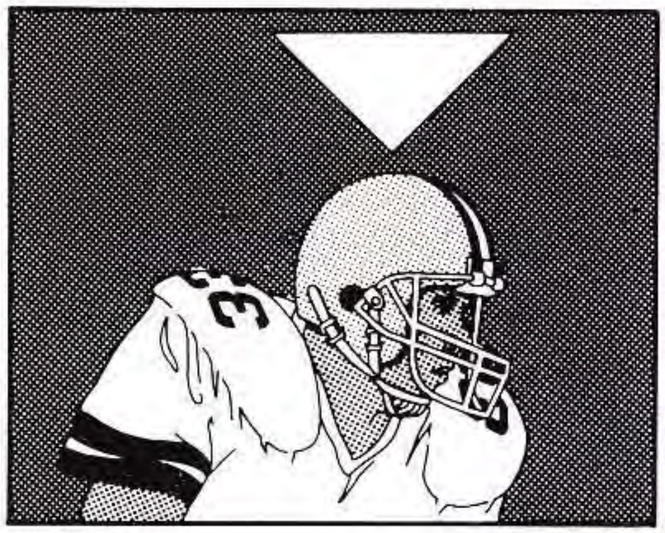
3 HOW TO PLAY

■ COIN TOSS Now you're ready to start playing. When the scoreboard appears on the screen, PLAYER 1 presses any button and the coin is tossed for the kickoff. This will tell you which player is to kick and which is to receive.



■ THE KICKOFF As soon as the whistle sounds, the 40 Yard Game Screen appears. If you are kicking, your team will automatically start the play out of a kicking formation. When the kicker approaches the ball you must push the "A" or "B" BUTTON to kick. Your timing will affect the distance of the kick.

Pushing the "A" BUTTON calls for a deep kick and pushing the "B" BUTTON gives you an onside kick.

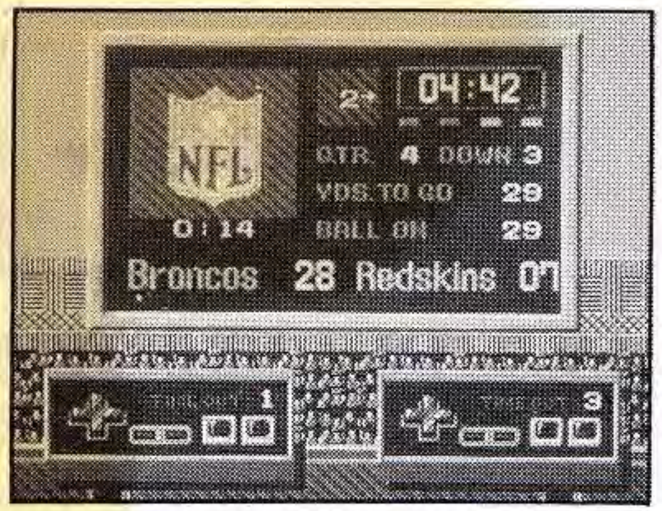


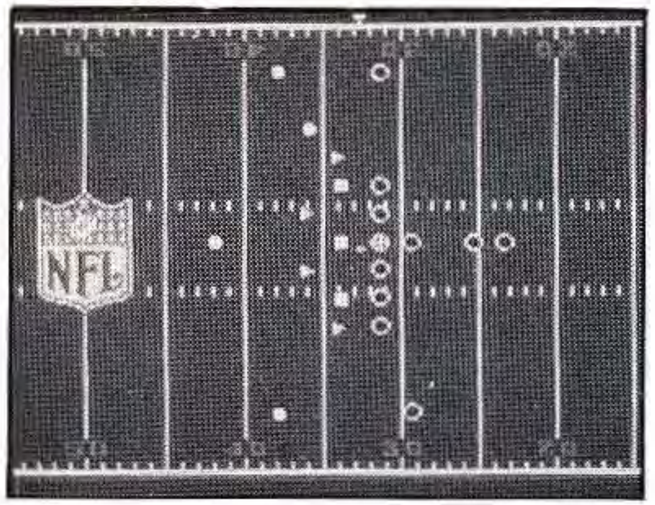
Onside kick results are random, however your chances of recovering your own kick are better if you kick to either the left or right side. Use the CROSSKEY to select left, right or straight direction for both onside and deep kicks.

If you are receiving the kickoff, wait until the ball moves through the air towards your end zone. You will see four receivers marked with white pointers over their heads. The direction of the pointers corresponds to those on the CROSSKEY. Choose the receiver you want, press the CROSSKEY in that direction, and then press the "A" BUTTON to select that man. The pointer will change to a "V" showing you which player you control. Use the CROSSKEY to move the player on the field to catch or pick up the ball, then start your runback. Once the ball has been downed it becomes your ball, first and ten and the screen switches to show the scoreboard. The 45 second clock now begins to run down.

■ OFFENSE

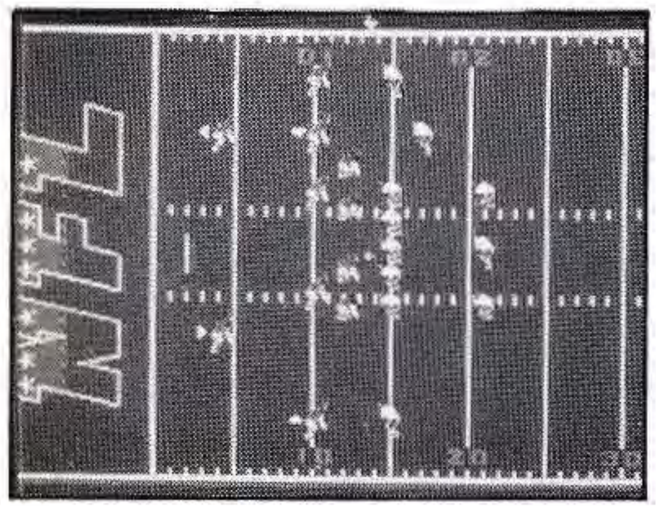
■ PLAY SELECTION Refer to the OFFENSIVE PLAY SHEET when choosing your play. There are plays available for every type of game situation. Use the "A" and "B" BUTTONS in conjunction with the CROSSKEY, as illustrated by each diagram, to select. When you push either the "A" or "B" BUTTON a red light will come on indicating that you have locked in your selection. Both red lights on your 'on screen' controller must light in order for the screen to switch to the 40 Yard Game Screen. The screen will switch only after the Offense has selected. The Defense can lock in





before the Offense, but it will not cause the screen to switch.

■ THE FORMATION At first the players will appear on the field in symbol form, like a play diagram. During this time you can not snap the ball, but you can double check your selection to make sure it is what you want. (Now that you can see it up against the defense.)



■ AUDIBLES After a few seconds the symbols will be replaced by players. It is at this time that you can call for an audible if you wish. You do this by pushing the START BUTTON. The audible selection is pre-set and there is only one audible for each play (see chart). Once an audible has been called for, you can not change back to your initial play selection.

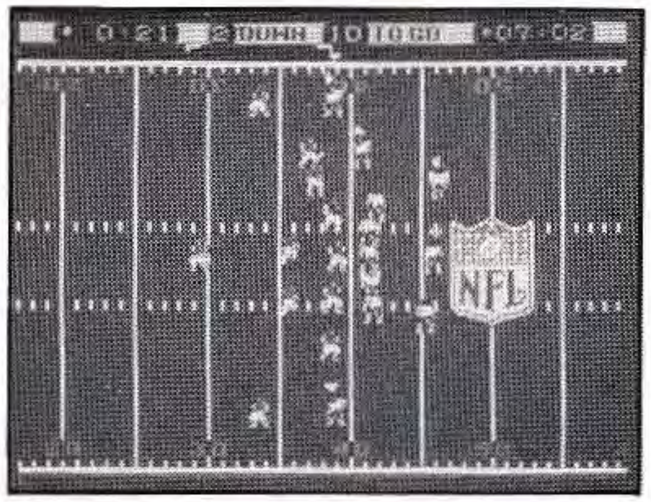
■ THE SNAP Press the "A" BUTTON to snap the ball to the Quarterback. You will notice a slight hesitation before the snap. This was put in intentionally to prevent the Offense from "quick snapping" before the defense has had a chance to make its selection.

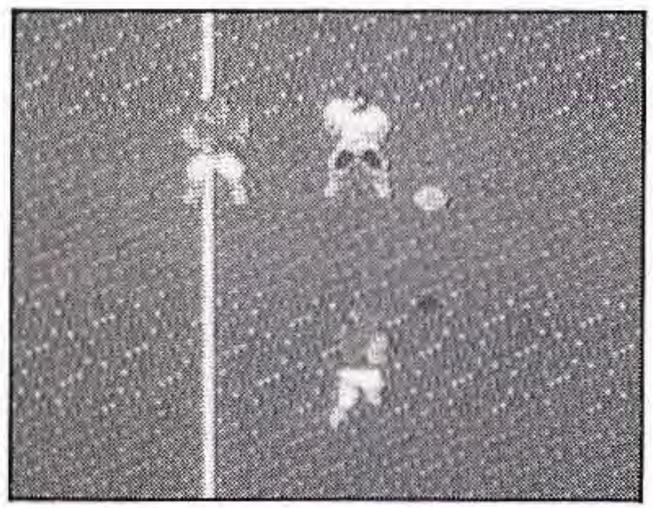
■ SCRAMBLING After the Quarterback receives the snap, use the CROSSKEY to move him around the backfield — rolling out, dropping back or running a keeper.

AUDIBLE SELECTIONS

ORIGINAL PLAY CALLED	AUDIBLE CALLED
PITCH LEFT	PLAY ACTION PASS LEFT
PITCH RIGHT	PLAY ACTION PASS RIGHT
PLAY ACTION PASS LEFT	PITCH LEFT
PLAY ACTION PASS RIGHT	PITCH RIGHT
COUNTER TREY LEFT	SLANT PASS
COUNTER TREY RIGHT	SLANT PASS
SLANT PASS	COUNTER TREY LEFT
SLASH RIGHT	FLOW WEAK PASS RIGHT
SLASH LEFT	FLOW WEAK PASS LEFT
FLOW WEAK PASS RIGHT	SLASH RIGHT
FLOW WEAK PASS LEFT	SLASH LEFT
24 LEAD	ROLL RIGHT PASS
ROLL RIGHT PASS	24 LEAD
54 DRAW	DEEP IN PASS RIGHT
DEEP IN PASS RIGHT	54 DRAW
DELAY PASS	DEEP IN PASS RIGHT

■ THROWING A PASS If you choose to pass, press the "B" BUTTON anytime after the snap. This puts the game into slow motion and allows you to select a receiver and get the pass away. The receivers are marked with a white pointer over them.





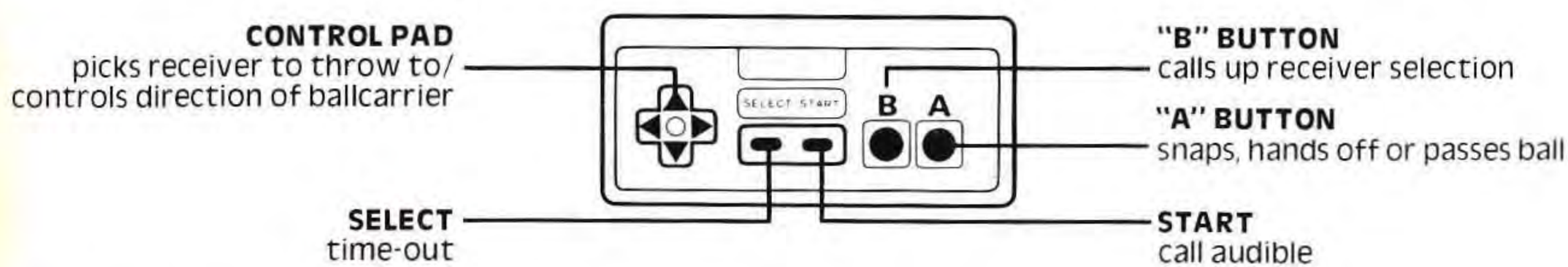
Push the CROSSKEY in the direction of the pointer over the receiver you want to throw to and press the "A" BUTTON. There are four eligible receivers available for most plays.

Once the pass has been thrown, you then control the intended receiver and it is up to you to maneuver him into position. You can follow the path of the ball on the 40 Yard Game Screen until it enters the pre-set designated reception area. When this occurs, the screen switches to the 15 Yard Close-up Screen and you now prepare for the reception. Refer to the shadow of the ball, as well as the ball position itself, to assist you in making the catch. **You can make your receiver jump while you are in this screen by pushing the "B" BUTTON.** After a reception, the screen switches back to the 40 Yard Game Screen and play resumes at normal speed.

■ RUNNING THE BALL If you choose to run, you must press the "B" BUTTON after the snap. The "B" BUTTON slows down the action and shows you your potential ballcarriers. (The run sequence is very similar to the pass-sequence.) Push the CROSSKEY in the direction of the pointer over the running back you want to hand off to and press the "A" BUTTON. Unlike a pass, the screen does not switch to the 15 Yard Close-up Screen if your receiver is a running back behind the line of scrimmage. Once you press the "A" BUTTON, the CROSSKEY will be controlling the selected running back. Run your

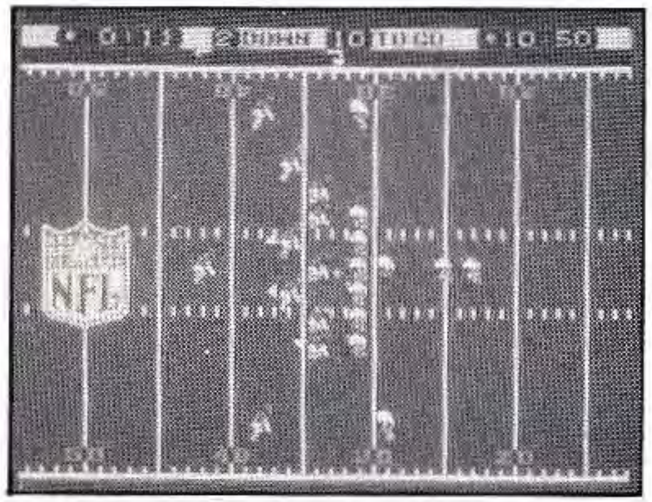
back in the wrong direction, and you are liable to miss the lateral. Keep in mind that a dropped handoff or lateral is a loose ball and the first team there recovers the ball. Once your running back has the ball the game reverts back to full speed just like the passing game. You will find that the ballcarrier now has a burst of power that will last for four game seconds. If you time the play properly this will give you the time needed to break through the line of scrimmage. Bad timing will almost always guarantee the back being stopped for a loss of yardage. If you can make it to the line of scrimmage before the four seconds are up, you will receive another small burst of energy which might put you into the clear for a big gain. **When the burst of energy is on, the only defender who can stop the ball carrier is the one being controlled by your opponent.** Once the burst is off, it's a matter of using your blockers and your running ability to gain as much yardage as you can.

HOW TO USE THE CONTROLLER ON OFFENSE



■ DEFENSE When the Scoreboard is displayed you can choose a play from the DEFENSE GAME SHEET and use the CROSSKEY with the "A", "B" or START BUTTONS to select it. The Scoreboard switches to the 40 Yard Game Screen when the offense makes their selection, **not** when the defense chooses theirs. This is because the defense will most likely react to the offensive formation once the symbols appear on the field.

Most advanced players will choose a defense based on the situation (what down it is and the number of yards to go for a first) while still on the scoreboard screen. They know that they will be able to change the defensive formation based on the offensive set they see. **You can only change your defensive formation once, and only before the symbols change into men.**



When the symbols on the 40 Yard Game Screen change into men, you will see four of your players marked with white pointers over their heads. The direction of the pointers corresponds to those on the CROSSKEY. Choose the player you want, press the CROSSKEY in that direction, and then press the "A" BUTTON to select that man. The pointer will change to a "V" showing you which player you control. Even if the offense presses the "A" BUTTON to snap the ball as soon as the symbols change over, the defense is still given 1.5 seconds to choose a defender before the ball is put into play. If no choice is made, the computer will pick a man for you to control. Once the ball is snapped you can use the CROSSKEY to move the selected player on the field.

NOTE If the offense decides to call an audible, you will notice that the pointers will reappear over the defensive backs, giving you a chance to pick a different player to control.

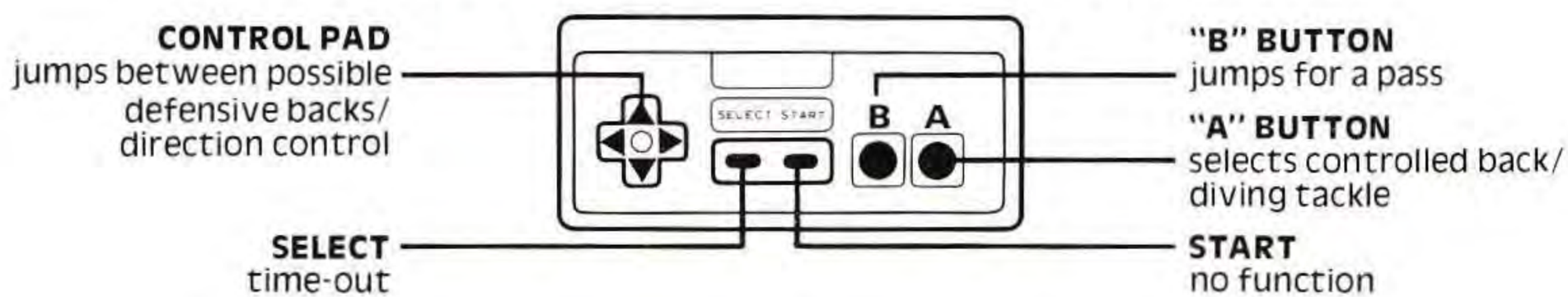
No matter what the pre-determined power level of the player you have selected, once he is chosen he will become the strongest player on the defense. If you made a good call in picking your play, you should be in an excellent position to shut the offense down. For instance, on a well timed running play, the player-controlled man on defense will be the only back able to stop the run behind the line of scrimmage. Therefore a blitzing linebacker might throw the offense for a big loss. **When trying to run**

down the ballcarrier, you can try to make a diving tackle by pressing the "A" BUTTON. Be careful, because if you miss, it will take a few seconds to get back on your feet, and that might be all the time your opponent needs to break away.

In the case of a pass play, when the ball is thrown and the point of view switches to the 15 Yard Close-up Screen, the defense will control the back that is closest to the receiver. On some plays this might not be the player that you were controlling prior to the screen switch. Don't be surprised. Just be ready because if you called the right play, you will have a good chance of intercepting the ball. Once in the 15 Yard Close-up Screen, you can maneuver with the CROSSKEY and jump to intercept the ball by pressing the "B" BUTTON. If the receiver is in the clear when the ball is thrown and none of the defenders appear in the Close-up Screen, then when the play jumps back to the 40 Yard Game Screen you will find you are controlling the defensive player closest to the ballcarrier. This is done intentionally to try and prevent the offense from scoring on an unrealistic number of incorrectly defended pass plays, thus keeping the score closer.

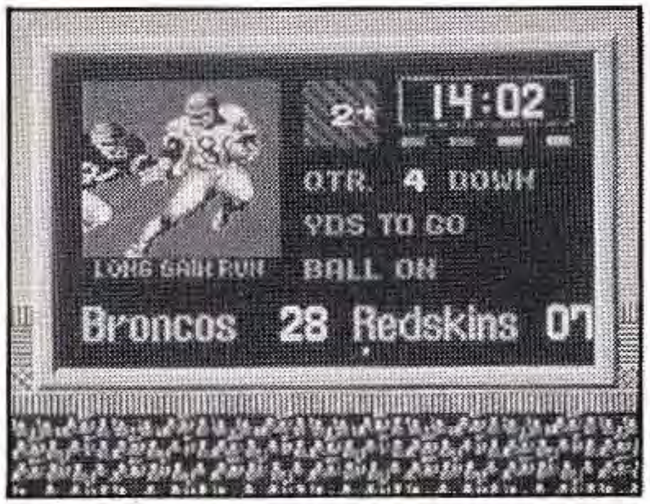
■ TIME-OUT During each half you can call a maximum of three time-outs. To activate the Time-out function, press SELECT once to stop the clock. (Pressing SELECT again will start the clock). Time-outs can only be called from the Scoreboard Screen.

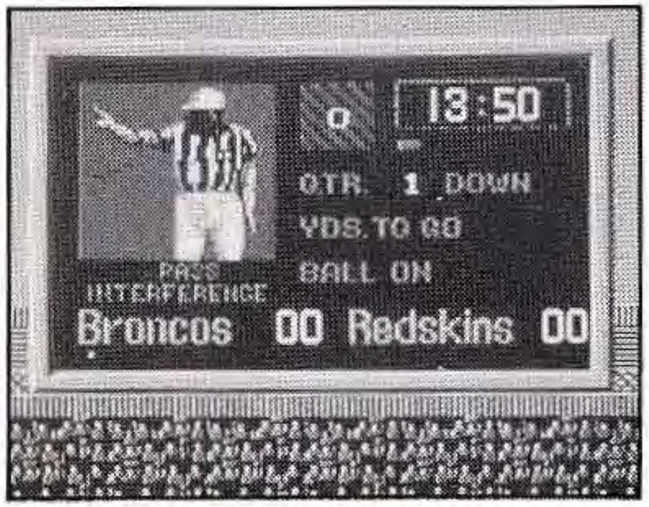
HOW TO USE THE CONTROLLER ON DEFENSE



4 GAME SCREENS

SCOREBOARD





The Scoreboard is designed to operate like the real thing. At the bottom of the board you will find the names of the teams and the score. A small red dot will appear below the team on offense. On the right side is the information regarding the down, yards to go, and on which yard line the ball has been spotted. Directly above DOWN is a graphic symbol indication of which quarter it is. The final items on the right side of the Scoreboard are the Game Clock and the wind indicator. The function of the Game Clock is obvious. The wind indicator, however, needs a little explanation. The number in the center of the square indicates the force of the wind and the arrow shows the direction it is blowing in; "3" is the highest force. **The wind will only affect the kicking game.** Be careful, a strong wind might push the ball just enough to have you miss a long field goal.

On the left side of the Scoreboard is the giant Stadium TV screen. This is where close-up instant replays of important plays are shown. This is where you are shown the Referee and his decision on penalties. To avoid confusion the Ref will point to the name of the team being penalized instead of their position on the field. At the beginning of a normal play, the NFL Logo will appear in the Stadium TV screen with the 45 second clock underneath. You will find that messages, instructions and explanation of penalties

will appear in this area below the Stadium TV throughout the game. Below the Scoreboard are the controllers of Player 1 and Player 2. When choosing an offensive or defensive formation, buttons will light up when you make the proper "A" and "B" selection using the CROSSKEY. When choosing a kicking play, the START BUTTON will light. Above each set of buttons is the number of Time-outs the player has remaining in that half.

■ PENALTIES If the other team is penalized, you will be given 4 seconds to decide whether or not to reject the penalty. If you do not push the "A" BUTTON then the penalty is automatically accepted.

■ 40 YARD GAME SCREEN This is the main playing field used in the game. At the top of the screen is the Game Information Strip. Starting from left to right is the 45 second clock, the down indicator, the yards to go for a first down and the Game Clock. Directly below the strip, on the top sideline are the 10 Yard Chains and the Ball Marker. The marker will indicate where the line of scrimmage is for each play, while the chains show how far is needed for a first down. The rest of the field is just like the real thing (except for the cheerleaders). The field will scroll from side to side to follow the ballcarrier.

■ 15 YARD CLOSE-UP SCREEN This is the enlarged version of the main field that is used during the passing game in order to control the reception of the ball. Only one offensive player and maximum of two defenders will be shown at any one time. While on the screen the "B" BUTTON will cause the player controlled man to jump for the ball. If you are on defense, you cannot dive using the "A" BUTTON on this screen. If the defense pushes the "A" BUTTON after the receiver catches the ball, his controlled man will dive as soon as the screen switches back to the 40 Yard Field Screen.

5 STRATEGY

The beginning player might be overwhelmed by all of the options and the complexity of the controls in this game. Don't be discouraged. In order to play like the pros you have to put in some practice time.

First you will need to master the control pad. The one player version is a great place to start. As a novice, you will find that it is probably easiest to get the timing down on the passing game. A first time player will almost always stick to a passing attack. This is great until your opponent figures out your favorite plays and comes up with the proper defense to shut them down. As you get better at the game and start facing tougher human opponents, you will learn the reason that most coaches try to establish the running game first. While it might take a while to learn how to time a handoff or lateral, running is the only way to keep the defense honest. Every play on either Play Sheet has a certain advantage and a certain situation in which it is the perfect call. The player who can read the defense and mixes his plays accordingly has the best chance of scoring points. Likewise, the player who can look at an offensive formation and guess what his opponent is planning, can hold his ground and force his opponent to turn over the ball. This game requires a quarterback's skill, a linebacker's reactions and an NFL coach's cunning...plus a winning team's luck.

THANKS, COACH!

Tom Bass was instrumental in developing the authentic action of this game.

He has more than 20 years of NFL coaching experience. The Cincinnati Bengals, Tampa Bay Buccaneers and San Diego Chargers have all benefitted from Tom's involvement.

Bass is a contributing editor of the official Super Bowl game program, a published poet and the director of popular "Understanding Football" seminars for women.

Tom serves as a coaching consultant to many colleges and universities in the U.S. and to American-Style football teams abroad.

This game would not have been possible without his assistance.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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